UNITED STATES PATENT AND TRADEMARK OFFICE

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ART UNIT	PAPER NUMBER
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NOTIFICATION DATE	DELIVERY MODE
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Please find below and/or attached an Office communication concerning this application or proceeding.

The time period for reply, if any, is set in the attached communication.

Notice of the Office communication was sent electronically on above-indicated "Notification Date" to the following e-mail address(es):

PATENT@PARK-LAW.COM

	Application No.	Applicant(s)
Office Action Summary	10/599,157	YANG, ZOO IL
	Examiner	Art Unit	
	Bai D. Vu	2165	

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE <u>3</u> MONTH(S) OR THIRTY (30) DAYS, WHICHEVER IS LONGER, FROM THE MAILING DATE OF THIS COMMUNICATION.
- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133).
- Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

Status

1)☒ Responsive to communication(s) filed on *21 January 2011 and 11 February 2011*.

2a)☐ This action is **FINAL**.   2b)☒ This action is non-final.

3)☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

Disposition of Claims

4)☒ Claim(s) *1-3,6-12,14-17 and 19-24* is/are pending in the application.

    4a) Of the above claim(s) _____ is/are withdrawn from consideration.

5)☐ Claim(s) _____ is/are allowed.

6)☒ Claim(s) *1-3,6-12,14-17 and 19-24* is/are rejected.

7)☐ Claim(s) _____ is/are objected to.

8)☐ Claim(s) _____ are subject to restriction and/or election requirement.

Application Papers

9)☐ The specification is objected to by the Examiner.

10)☐ The drawing(s) filed on _____ is/are: a)☐ accepted or b)☐ objected to by the Examiner.

    Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).

    Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).

11)☐ The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

Priority under 35 U.S.C. § 119

12)☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).

    a)☐ All   b)☐ Some * c)☐ None of:

      1.☐ Certified copies of the priority documents have been received.

      2.☐ Certified copies of the priority documents have been received in Application No. _____.

      3.☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).

    * See the attached detailed Office action for a list of the certified copies not received.

Attachment(s)

1)☐ Notice of References Cited (PTO-892)

2)☐ Notice of Draftsperson's Patent Drawing Review (PTO-948)

3)☐ Information Disclosure Statement(s) (PTO/SB/08)
    Paper No(s)/Mail Date _____

4)☐ Interview Summary (PTO-413)
    Paper No(s)/Mail Date. _____ .

5)☐ Notice of Informal Patent Application

6)☐ Other: _____

DETAILED ACTION

Continued Examination Under 37 CFR 1.114

1.   A request for continued examination under 37 CFR 1.114, including the fee set

forth in 37 CFR 1.17(e), was filed in this application after final rejection. Since this

application is eligible for continued examination under 37 CFR 1.114, and the fee set

forth in 37 CFR 1.17(e) has been timely paid, the finality of the previous Office action

has been withdrawn pursuant to 37 CFR 1.114. Applicant's submission filed on

1/21/2011 and 2/11/2011 has been entered.

Response to Amendment

2.   Applicant has amended claims 1, 3, 11-12, 14, 16 and 19-23 in the amendment

filed on 1/21/2011. Claims 1-3, 6-12, 14-17 and 19-24 are now pending in the

application.

Response to Arguments

3.   Applicant's arguments filed on 1/21/2011 with respect to claims 1-3, 6-12, 14-17

and 19-24 have been fully considered but they are not persuasive. The examiner

respectfully traverses the applicant's arguments.

Regarding to the Applicant's Arguments:

- With respect to the applicant's argument asserted, on pages 9-12 that Harvey

  et al. (US No. 2002/0059379 A1) does not disclose the limitations of:

  a link program linked from the website that provides the community

  visitor with a community interface,

  execution of the rink program is rendered on a web browser of the

  community, and

  processing and utilizing the visitor-related data in the community so

  as to present at least part of the processed visitor-related data on the

  community interface as recited in independent claims 1, 11 and 16.

  In response to the applicant's argument, the examiner respectfully disagrees

  because Harvey et al. discloses:

  the link connects the community visitor to a link program as (see e.g., ¶

  0127 lines 18-28, ¶ 0128 lines 1-10, ¶ 0136 lines 1-5; and Figs. 7 and 8A-2; as

  user clicks a link (e.g., an application of executable file for the application

  referred as the link program) to participate in a game play community) **linked**

  from the website that provides the community visitor with a community

  user interface, as (see e.g., ¶ 0122 lines 1-12; as a central controller 115

  functions as game server that stores game applications in a data storage 160,

  provides a link application module 130 to assist user (i.e., using a graphical user

  interface as described in Fig. 4) setting link with game applications stored the

  data storage 160 (i.e., as described in ¶ 0040 lines 3-5 and ¶ 0057; as links to

  the central controller 115 as game server and the World Wide Web pages (e.g.,

websites)); and ¶ 0136 lines 1-12; and Fig. 4; as a user interface for users in a community to select hyperlinks to games or download games from website).

execution of the link program is rendered on a web browser of the community; as (see e.g., ¶¶ 0133 - 0134; as user using browser application to locate or link to server storing game invitation and verification applications; and terminate the link or process if an invitation application is invalid).

processing and utilizing the visitor-related data in the community so as to present at least part of the processed visitor-related data on the community interface as (see e.g., ¶¶ 0139 – 0140; as amount of virtual value for a game is determined and accounted based on the score or gain/loss from the game played); and (see e.g., ¶¶ 0110 and 0148, and Figs. 4-5; as the graphic user interface 3000).

Therefore, the rejection of claims 1-3, 6-12, 14-16, 19-20 and 23-24 under 35 U.S.C. § 102(b) as being anticipated by the teaching of Harvey et al. is here by maintained.

- With respect to the applicant's argument asserted, on page 12 of the Remarks that Harvey et al. fails to disclose the disputed limitations in independent claim 16; therefore, dependent claim 17 is patentable over the teaching of Harvey et al. and further in view of Lambright et al. (US No. 6,015,348).

In response to the applicant's argument, the examiner respectfully disagrees because Harvey et al. discloses all the limitations in the independent claim 16 as discussed above; therefore, the rejection of claim 17 under 35 U.S.C. 103 as being obvious over the teaching of Harvey et al. and further in view of Lambright et al. is proper, and hereby maintained.

- With respect to the applicant's argument asserted, on pages 12-14 that to Harvey, alone or in combination with Sparks, II (US No. 6,352,479 B1) (hereinafter "Sparks") fails to disclose or suggest the features of **execution of the link program is rendered on a web browser of the community** and **display at least part of the ranking data on a community interface provided by the community** as recited in independent claims 21 and 22.

In response to the applicant's argument, the examiner respectfully disagrees because:

Harvey et al. discloses **execution of the link program is rendered on a web browser of the community;** as (see e.g., ¶¶ 0133 - 0134; as user using browser application to locate or link to server storing game invitation and verification applications; and terminate the link or process if an invitation application is invalid).

Sparks discloses the features of:

processing the game data as ranking the data as generating the game player statistic for each player during and/or after game play (see e.g., Abstract

and col. 1 lines 60-63), and ranking based on the player 's statistic (see e.g., col.

3 lines 56-66).

storing ranking data as uploading and storing the statistic file included

ranked data in the hard disk drive of the server (see e.g., col. 1 lines 63-65; and

col. 3 line 56 to col. 4 line 3).

It would have been obvious to one of ordinary skill in the art at the time of

invention to apply Sparks teaching of screening the players by means of personal

game statistics into Harvey et al. system in order to determine from the game

play statistics the user's relative skill level for each one of the possible games to

which the player could be matched. This determination is made by comparing the

user's relative successes during previous attempts at playing each game

(Sparks, col. 6 lines 47-51).

Therefore, the rejection of claims 21-22 under 35 U.S.C. § 103(a) as being

obvious over the teaching of Harvey et al. and further in view of Sparks is here by

maintained.

Claim Rejections - 35 USC § 102

4.   The following is a quotation of the appropriate paragraphs of 35 U.S.C. 102 that

form the basis for the rejections under this section made in this Office action:

A person shall be entitled to a patent unless –

(b) the invention was patented or described in a printed publication in this or a foreign country or in
public use or on sale in this country, more than one year prior to the date of application for patent in
the United States.

5.   **Claims 1-3, 6-12, 14-16, 19-20 and 23-24** are rejected under 35 U.S.C. 102(b)

as being anticipated by Harvey et al. (US No. 2002/0059379 A1).

As per **claim 1**, Harvey et al. discloses **a method for processing data in a**

community established on a website, the method comprising:

a) receiving a signal from a community visitor who accesses the

community and selects a link provided by the community, wherein the link

connects the community visitor to a link program as (see e.g., ¶ 0127 lines 18-28, ¶

0128 lines 1-10 ¶ 0136 lines 1-5; and Figs. 7 and 8A-2; as user clicks a link (e.g., an

application of executable file for the application referred as the link program) to

participate in a game play community) **linked from the website that provides the**

community visitor with a community user interface, as (see e.g., ¶ 0122 lines 1-12;

as a central controller 115 functions as game server that stores game applications in a

data storage 160, provides a link application module 130 to assist user (i.e., using a

graphical user interface as described in Fig. 4) setting link with game applications stored

the data storage 160 (i.e., as described in ¶ 0040 lines 3-5 and ¶ 0057; as links to the

central controller 115 as game server and the World Wide Web pages (e.g., websites));

and ¶ 0136 lines 1-12; and Fig. 4; as a user interface for users in a community to select

hyperlinks to games or download games from website) **the link program being a**

program stored in a contents server of the website to which the community

belongs or a program stored in other websites as (see e.g., ¶ 0039 lines 1-4, ¶ 0040

lines 3-5, and Fig. 1; as a combination of the link application module 130 used for

setting links to the game applications in the data storage 160 of the central controller

115 as the game server).

b) confirming whether the community visitor executes or terminates the

link program, wherein execution of the link program is rendered on a web

browser of the community; as (see e.g., ¶¶ 0133 - 0134; as user using browser

application to locate or link to server storing game invitation and verification

applications; and terminate the link or process if an invitation application is invalid).

c) receiving visitor-related data related to the execution of the link program

when the link program is terminated; and as (see e.g., ¶¶ 0134 - 0135 and 0138

lines 7-13; as receive the verified and validated invitation information of user as being

invalid and terminated; and scores of the game).

d) processing and utilizing the visitor-related data in the community so as

to present at least part of the processed visitor-related data on the community

interface as (see e.g., ¶¶ 0139 – 0140; as amount of virtual value for a game is

determined and accounted based on the score or gain/loss from the game played); and

(see e.g., ¶¶ 0110 and 0148, and Figs. 4-5; as the graphic user interface 3000).

As per **claim 2**, Harvey et al. discloses **the method of claim 1, further**

comprising: e) storing the processed visitor-related data in the community as (see

e.g., ¶ 0126 lines 1-22 and ¶ 0140; as the virtual value is updated in the player's

account which is set up as a member of a community, wherein updating the value

referred as storing).

As per **claim 3**, Harvey et al. discloses **the method of claim 1, wherein the community is at least one of a cafe, homepage, blog, mini-room, or mini-homepage, which are established in websites on the Internet** as (see e.g., ¶¶ 0136 and 0147; as community website of people with similar interests).

As per **claim 6**, Harvey et al. discloses **the method of claim 1, wherein the link program comprise a game program** as (see e.g., ¶ 0136 lines 1-12; as a user interface for users in a community to select hyperlinks to games).

As per **claim 7**, Harvey et al. discloses **the method of claim 6, wherein the visitor-related data comprise game or community use data** as (see e.g., ¶ 0139; as amount of virtual value for a game is determined and accounted based on the score or gain/loss from the game played).

As per **claim 8**, Harvey et al. discloses **the method of claim 1, wherein the visitor-related data comprise at least one selected from a group consisting of item, level, score, and rank data obtained when the link program is executed and used** as (see e.g., ¶ 0139; as amount of virtual value for a game is determined and accounted based on the score or gain/loss from the game played).

As per **claim 9**, Harvey et al. discloses **the method of claim 1, wherein the stored visitor-related data are updated whenever the community visitor executes and uses the link program** as (see e.g., ¶ 0140; as the amount of virtual value is updated in the player's account).

As per **claim 10**, Harvey et al. discloses **the method of claim 1, wherein the community visitor acquires events for the execution of the link program** as (see e.g., ¶ 0057 lines 1-11; as link to events leading up to and occurring in the America's Cup.TM. sailing races).

As per **claim 11**, Harvey et al. discloses **a method for processing data in a community established on a website, comprising:**

a) by a community visitor, accessing the community and selecting a link program as (see e.g., ¶ 0127 lines 18-28, ¶ 0128 lines 1-10 ¶ 0136 lines 1-5; and Figs. 7 and 8A-2; as user clicks a link (e.g., an application of executable file for the application referred as the link program) to participate in a game play community) **linked from the website that provides the community visitor with a community interface,** as (see e.g., ¶ 0122 lines 1-12; as a central controller 115 functions as game server that stores game applications in a data storage 160, provides a link application module 130 to assist user (i.e., using a graphical user interface as described in Fig. 4) setting link with game applications stored the data storage 160 (i.e., as described in ¶ 0040 lines 3-5 and ¶ 0057; as links to the central controller 115 as game server and the

World Wide Web pages (e.g., websites)); and ¶ 0136 lines 1-12; and Fig. 4; as a user

interface for users in a community to select hyperlinks to games or download games

from website) **the link program being a program stored in a contents server of the**

website to which the community belongs or a program stored in other websites,

as (see e.g., ¶ 0039 lines 1-4, ¶ 0040 lines 3-5, and Fig. 1; as a combination of the link

application module 130 used for setting links to the game applications in the data

storage 160 of the central controller 115 as the game server) **wherein execution of the**

link program is rendered on a web browser of the community; as (see e.g., ¶¶

0133 - 0134; as user using browser application to locate or link to server storing game

invitation and verification applications; and terminate the link or process if an invitation

application is invalid).

           b) receiving visitor-related data related to execution of the link program; as

(see e.g., ¶¶ 0134 - 0135 and 0138 lines 7-13; as receive the verified and validated

invitation information of user as being invalid and terminated; and scores of the game).

           c) processing and using the visitor-related data in the community so as to

present at least part of the processed visitor-related data on the community

interface; and as (see e.g., ¶¶ 0139 – 0140; as amount of virtual value for a game is

determined and accounted based on the score or gain/loss from the game played); and

(see e.g., ¶¶ 0110 and 0148, and Figs. 4-5; as the graphic user interface 3000).

           d) storing the processed visitor-related data in the community as (see e.g.,

¶ 0126 lines 1-22 and ¶ 0140; as the virtual value is updated in the player's account

which is set up as a member of a community, wherein updating the value referred as

storing).

As per **claim 12**, Harvey et al. discloses **the method of claim 11, wherein the

community is at least one of a cafe, homepage, blog, mini-room, or mini-

homepage, which are established in websites on the Internet** as (see e.g., ¶¶ 0136

and 0147; as community website of people with similar interests).

As per **claim 14**, Harvey et al. discloses **the method of claim 11, wherein the

contents server causes the execution of the link program on the web browser of

the community** as (see e.g., ¶ 0147 lines 1-5; as using browsers to access to a

community with central controller 805).

As per **claim 15**, Harvey et al. discloses **the method of claim 11, wherein the

link program comprise a flash game program** as (see e.g., ¶ 0136 lines 1-12; and

Fig. 4; as users in a community select hyperlinks to games or download games from

website or central controller module 115 in which the users wish to participate).

As per **claim 16**, Harvey et al. discloses **a system for processing data in a

community established on a website, comprising:**

a connector to determine whether a community visitor is permitted to access the community; as (see e.g., ¶ 0130 lines 1-12; as the user may or may not be permitted to proceed (e.g., or join a community)).

a controller to allow the community visitor to access the community to select a link to a link program, linked from the website that provides the community visitor with a community interface, as (see e.g., ¶ 0122 lines 1-12; as a central controller 115 functions as game server that stores game applications in a data storage 160, provides a link application module 130 to assist user (i.e., using a graphical user interface as described in Fig. 4) setting link with game applications stored the data storage 160 (i.e., as described in ¶ 0040 lines 3-5 and ¶ 0057; as links to the central controller 115 as game server and the World Wide Web pages (e.g., websites)); and ¶ 0136 lines 1-12; and Fig. 4; as a user interface for users in a community to select hyperlinks to games or download games from website) **the link program being a program stored in a contents server of the website to which the community belongs or a program stored in other websites,** as (see e.g., ¶ 0039 lines 1-4, ¶ 0040 lines 3-5, and Fig. 1; as a combination of the link application module 130 used for setting links to the game applications in the data storage 160 of the central controller 115 as the game server) **the controller to receive visitor-related data from a component providing the link program;** as (see e.g., ¶ 0127 lines 18-28, ¶ 0128 lines 1-10, ¶ 0136 lines 1-5; and Figs. 7 and 8A-2; as user clicks a link (e.g., an application of executable file for the application referred as the link program) to participate in a game play community); and (see e.g., ¶¶ 0134 - 0135 and 0138 lines 7-13; as receive the

verified and validated invitation information of user as being invalid and terminated; and

scores of the game).

a data processor to process the visitor-related data such that the visitor-

related data are used in the community so as to present at least part of the

processed visitor-related data on the community interface; and as (see e.g., ¶

0138 lines 7-13; as determining scores of the game played); (see e.g., ¶¶ 0139 – 0140;

as amount of virtual value for a game is determined and accounted based on the score

or gain/loss from the game played); and (see e.g., ¶¶ 0110 and 0148, and Figs. 4-5; as

the graphic user interface 3000).

a data storage to store the processed visitor-related data, as (see e.g., ¶

0126 lines 1-22 and ¶ 0140; and Fig. 1; as the virtual value is updated in the player's

account which is set up as a member of a community in data storage 160, wherein

updating the value referred as storing).

As per **claim 19**, Harvey et al. discloses **the system of claim 16, wherein the**

contents server causes the execution of the link program on the web browser of

the community as (see e.g., ¶ 0147 lines 1-5; as using browsers to access to a

community with central controller 805).

As per **claim 20**, Harvey et al. discloses **the system of claim 16, wherein the**

community is at least one of a cafe, homepage, blog, mini-room, or mini-

homepage, which are established in websites on the Internet as (see e.g., ¶¶ 0136

and 0147; as community website of people with similar interests).

As per **claim 23**, Harvey et al. discloses **the method of claim 11, wherein the**

link program comprise a game program as (see e.g., ¶ 0136 lines 1-12; as a user

interface for users in a community to select hyperlinks to games).

As per **claim 24**, Harvey et al. discloses **the method of claim 23, wherein the**

visitor-related data comprise game or community use data as (see e.g., ¶ 0139; as

amount of virtual value for a game is determined and accounted based on the score or

gain/loss from the game played).

Claim Rejections - 35 USC § 103

6.   The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all

obviousness rejections set forth in this Office action:

> (a) A patent may not be obtained though the invention is not identically disclosed or described as set
> forth in section 102 of this title, if the differences between the subject matter sought to be patented and
> the prior art are such that the subject matter as a whole would have been obvious at the time the
> invention was made to a person having ordinary skill in the art to which said subject matter pertains.
> Patentability shall not be negatived by the manner in which the invention was made.

7.   **Claim 17** is rejected under 35 U.S.C. 103(a) as being anticipated by Harvey et

al., and further in view of Lambright et al. (US No. 6,015,348).

As per **claim 17**, Harvey et al. does not explicitly disclose **the system of claim**

16, wherein the controller keeps a resource occupation ratio of a system operated

by the community at an appropriate level such that the resource occupation ratio

does not exceed a prescribed rate.

However, Lambright discloses the claimed limitation as (see e.g., Abstract).

It would have been obvious to a person of ordinary skill in the art at the time the

invention was made to combine the teachings of Harvey et al. and Lambright et al. in

order to maintain responsive game performance.

8.   **Claims 21 and 22** are rejected under 35 U.S.C. 103(a) as being anticipated by

Harvey et al., and further in view of Sparks, II (US No. 6,352,479 B1) (hereinafter

"Sparks").

As per **claim 21**, Harvey et al. discloses **a method for processing game-linked**

data in a community established on a website, comprising:

a) by a community visitor, accessing the community and selecting a game

program prepared in the community; as (see e.g., ¶ 0127 lines 18-28, ¶ 0128 lines 1-

10 ¶ 0136 lines 1-5; and Figs. 7 and 8A-2; as user clicks a link (e.g., an application of

executable file for the application referred as the link program) to participate in a game

play community).

b) confirming whether the community visitor executes or terminates the

game program, wherein execution of the link program is rendered on a web

browser of the community in response to confirmation of the execution of the link

program; as (see e.g., ¶¶ 0133 - 0134; as user using browser application to locate or

link to server storing game invitation and verification applications; and terminate the link

or process if an invitation application is invalid).

c) receiving game data of the community visitor obtained in connection

with the execution of the game program when the game program is terminated; as

(see e.g., ¶¶ 0134 - 0135 and 0138 lines 7-13; as receive the verified and validated

invitation information of user as being invalid and terminated; and scores of the game).

d) processing the game data of the community visitor as ranking data in

the community so as to display at least part of the ranking data on a community

interface provided by the community; as (see e.g., ¶¶ 0139 – 0140; as amount of

virtual value for a game is determined and accounted based on the score or gain/loss

from the game played); and (see e.g., ¶¶ 0110 and 0148, and Figs. 4-5; as the graphic

user interface 3000). However, Harvey et al. does not explicitly disclose the feature of

processing the game data as ranking data).

e) storing the processed ranking data in the community as (see e.g., ¶ 0126

lines 1-22 and ¶ 0140; as the virtual value is updated in the player's account which is

set up as a member of a community, wherein updating the value referred as storing; but

may not be specific to the feature of storing ranking data).

However, Sparks discloses the features of:

processing the game data as ranking the data as generating the game player

statistic for each player during and/or after game play (see e.g., Abstract and col. 1 lines

60-63), and ranking based on the player 's statistic (see e.g., col. 3 lines 56-66).

storing ranking data as uploading and storing the statistic file included ranked

data in the hard disk drive of the server (see e.g., col. 1 lines 63-65; and col. 3 line 56 to

col. 4 line 3).

It would have been obvious to one of ordinary skill in the art at the time of

invention to apply Sparks teaching of screening the players by means of personal game

statistics into Harvey et al. system in order to determine from the game play statistics

the user's relative skill level for each one of the possible games to which the player

could be matched. This determination is made by comparing the user's relative

successes during previous attempts at playing each game (Sparks, col. 6 lines 47-51).

As per **claim 22**, Harvey et al. discloses **a method for processing game-linked

data in a community established on a website, comprising:**

**a) by a community visitor, accessing the community and selecting a game

program prepared in the community;** as (see e.g., ¶ 0127 lines 18-28, ¶ 0128 lines 1-

10 ¶ 0136 lines 1-5; and Figs. 7 and 8A-2; as user clicks a link (e.g., an application of

executable file for the application referred as the link program) to participate in a game

play community).

**b) confirming whether the community visitor executes or terminates the

game program; wherein execution of the link program is rendered on a web

browser of the community in response to confirmation of the execution of the link

program** as (see e.g., ¶¶ 0133 - 0134; as user using browser application to locate or

link to server storing game invitation and verification applications; and terminate the link

or process if an invitation application is invalid).

c) receiving game data of the community visitor obtained in connection

with the execution of the game program when the game program is terminated; as

(see e.g., ¶¶ 0134 - 0135 and 0138 lines 7-13; as receive the verified and validated

invitation information of user as being invalid and terminated; and scores of the game

played).

d) processing the game data of the community visitor as ranking data in

the community so as to display at least part of the ranking data on a community

interface provided by the community; as (see e.g., ¶¶ 0139 – 0140; as amount of

virtual value for a game is determined and accounted based on the score or gain/loss

from the game played); and (see e.g., ¶¶ 0110 and 0148, and Figs. 4-5; as the graphic

user interface 3000). However, Harvey et al. does not explicitly disclose the feature of

processing the game data as ranking data).

e) storing the processed ranking data in the community; and as (see e.g., ¶

0126 lines 1-22 and ¶ 0140; as the virtual value is updated in the player's account which

is set up as a member of a community, wherein updating the value referred as storing;

but may not be specific to the feature of storing ranking data).

f) updating the ranking data by repeating the steps b) to d) whenever the

community visitor executes and uses the game program as (see e.g., ¶ 0126 lines

1-22 and ¶ 0140; as the virtual value is updated in the player's account which is set up

as a member of a community; but may not be specific to the feature of updating ranking data).

However, Sparks discloses the features of:

processing the game data as ranking the data as generating the game player statistic for each player during and/or after game play (see e.g., Abstract and col. 1 lines 60-63), and ranking based on the player's statistic (see e.g., col. 3 lines 56-66).

storing ranking data as uploading and storing the statistic file included ranked data in the hard disk drive of the server (see e.g., col. 1 lines 63-65; and col. 3 line 56 to col. 4 line 3).

updating the ranking data as periodically uploading and storing the statistic file included ranked data in the hard disk drive of the server (see e.g., Abstract lines 6-9; col. 1 lines 60-65; and col. 3 line 56 to col. 4 line 3).

It would have been obvious to one of ordinary skill in the art at the time of invention to apply Sparks teaching of screening the players by means of personal game statistics into Harvey et al. system in order to determine from the game play statistics the user's relative skill level for each one of the possible games to which the player could be matched. This determination is made by comparing the user's relative successes during previous attempts at playing each game (Sparks, col. 6 lines 47-51).

Contact Information

9.   Any inquiry concerning this communication or earlier communications from the

examiner should be directed to Bai D. Vu whose telephone number is 571-270-1751.

The examiner can normally be reached on Mon - Fri 8:30 - 5:00 EST.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's

supervisor, Neveen Abel-Jalil can be reached on 571-272-4074. The fax phone number

for the organization where this application or proceeding is assigned is 571-273-8300.

Information regarding the status of an application may be obtained from the

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information for unpublished applications is available through Private PAIR only. For

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have questions on access to the Private PAIR system, contact the Electronic Business

Center (EBC) at 866-217-9197 (toll-free). If you would like assistance from a USPTO

Customer Service Representative or access to the automated information system, call

800-786-9199 (IN USA OR CANADA) or 571-272-1000.

/Bai D. Vu/
Examiner, Art Unit 2165
2/28/2011